COMP1501 - Tutorial 5
Design Document

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Introduction [1-2 paragraphs]

- Player 1 is an Evil Overlord that has taken over the beloved land filled with the knights and heroes previously defending it. They must defend their tyranny and keep them in power as Player 2 will be deploying these knights and heroes to save the land and return it back to peace and safe ruling.
- Player 1 will be using the mouse to construct mechanized contraptions using the souls of the fallen enemies to take down the enemies and protect their tyranny and be able to use unique abilities that can keep them safe.
- Player 2 will be using the keyboard to deploy troops to attack the castle and take down the tyranny led by the Evil Overlord. This player also has access to special abilities and special troops that can boost their efficiency at storming the castle.
- The objective as Player 1 is to defend your castle by using your abilities to kill the enemies and keep your tyranny in power. The objective as Player 2 is to attack the castle and take down the tyranny using your abilities and specialized troops and save the land from the Evil Overlord.

Genre / Target Audience [1-2 sentences]

- The genre of the game is tower defense or attack/defend type. Our target audience would be somewhere around PG13, mostly due to the act of killing in the game.

Story/Background [1-2 paragraphs]

There is an Evil Overlord named (input player1 name), who rules across the land, enslaving the free people to increase his power. But no longer. A genius tactician was born in the kingdom of Elonia named (input player2 name), who has risen to fight back against the tyranny of (player1 name)!

The Evil Overlord fuels his armies with the souls of the dead, and creates mechanized contraptions using souls as fuel, his wicked power is a plague to this world, and must be stopped at all costs. Every brave hero and soldier of the land, has banded together under the banner of (player1 name), and together, they lay siege to the Evil Overlord (player2 name)'s impenetrable fortress, with the blessings of the gods, and mana on their side, they seek to rid the world of his tyranny once and for all.

Characters [1 paragraph per character]
- Player 1: Evil Overlord
    - This player is the castle defender. They must defend their castle from the righteous knights and heroes trying to invade their beloved castle and take down their tyranny. This player will gain soul essence for killing these knights and heroes, with the amount relying on the strength of the invaders. The player can use this soul essence to protect their castle by creating mechanized contraptions while utilizing the essence as fuel.
    - The overlords design changes based on which overlord you choose at the start of the game. Mostly dark/metal looking though.
- Player 2: Knights & Heroes
    - This player is the castle attacker. They attempt to storm the castle and destroy the tyranny run by the Evil Overlord. This player gains mana passively after every round and can increase their mana income by deploying troops. Deploying troops will cost the player a specified amount of mana, relying on the strength of the troop being deployed.
    - Knights and Heroes usually have shiny silver armor equipped, with the higher costing troops standing out more, being larger, and having more color to them, such as velvet cloaks, or other cosmetic appearances.

Level / Environment Design [1 paragraph]

Lots of room for the Evil Overlord to lay their defenses, lots of winding and twisting paths that can be cut off at a moments notice, so long as one path to the heart of the castle remains at all times. The environment itself will be very black / very dark, and gray, to give the feeling of an "Evil Overlord's Impenetrable Castle" Fire lighting, gray / ashy terrain around the castle, etc. The main path will start from a gate, and end in the heart of the castle's keep, where the Overlord resides.

Gameplay & Key Features [1-3 sentences per feature/mechanic]
- Player 1 uses a mouse to click on plots to place towers, and upgrade them, they can also right click on path to move the overlord to said position, (overlord can attack and such), and can also click on abilities, and then a spot on the screen, to apply abilities there.
- Player 2 uses the keyboard, numbers 0-9 to queue troops for attack, and enter to send troops. They can also use abilities (q,w,e) to help enhance themselves in their attack.
- UNIQUE: Abilities - Each player will have access to abilities (player1 clicks on ability they want to use, and then position on screen & player2 presses q,w or e)
    - Abilities will have Cooldown, Unlock Cost, Use Cost, & Small Description.
    - Player1:

- Fireball - shoot fireball at location
  - Player can click on ability to use/unlock
- Summon Undead - summons a squad of undead which move in direction, and fight enemy units.
  - Player can click on ability to use/unlock
- Soul Reap - reap the souls of units in target area, units hit produce double soul essence
  - Player can click on ability to use/unlock
- Player2:
  - Group Heal
    - Player can press Q on their keyboard to use/unlock
    - On use of ability, the troops currently deployed will have 25% of their max health replenished. This will cost 20 mana and has a cooldown of 15 seconds.
  - Speed Boost:
    - Player can press W on their keyboard to use/unlock
    - On use of ability, the troops currently deployed will have a sudden increase of speed, while costing 3 mana per second of speed increase. When the player runs out of mana or the ability is disabled, it will be on cooldown for 5 seconds.
  - Resistance Buff:
    - Player can press E on their keyboard to use/unlock
    - On use of ability the troops currently deployed will have a sudden increase of health and resistance, which lasts 10 seconds. 20 second cooldown.

- UNIQUE: Champion(s)
  - Player 1 can choose an overlord at the start of game, overlord have different buffs/debuffs based on who you choose, and can be controlled ingame using the mouse (right click on the path to move the overlord to that location)
  - Player 2 has several choices during the game to choose what troops are being sent to attack the castle and the Evil Overlord. These troops can vary from being normal troops with low health, giving no special buffs, and costing the least amount of mana to being special troops with higher health, giving special buffs to the other troops surrounding it, and costing a significantly higher amount of mana.
- UNIQUE: Raiding Parties - they cost soul essence, and have a cooldown(LONG)
  - By default Player1 has no way to win, so to combat this, Player1 can send out raiding parties which will fight against Player2's troops, (player1 has

naturally weaker troops compared to player2), if the raiding parties make it through to Player2's villages/castle/whatever, they damage Player2, and steal soul essence from Player2's mana pool (soul essence stolen = mana subtracted) (different units can steal different amounts of mana from player2)

- Player 1 defends against these by sending out their own troops. (works as both offense and defense) (the best defense is a good offense)